University of INSA Lyon



IST-4-DBM1
Telecommunications Department
Databases Part 1

Group Project:
Video Game Market

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Example report

https://www.scribd.com/document/227783173/Database-Project-Report

Dataset

https://www.kaggle.com/datasets/gregorut/videogamesales

Relational Algebra

Queries for Database to be done in Relational Algebra

- How many games were released in 2016?
- Group the Games from Highest Selling
- What region accounts for the majority of sales?
- List the games released by Activision
- List the games released for the Wii Platform
- Find the average number of sales of games released in North America
- List all the games that sold more than 10 million copies

Answers in PostGre

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O1 ANS
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\begin{split} &\pi_{\text{COUNT (release\_year)}} \\ &\gamma_{\text{COUNT (release\_year)}} \\ &\sigma_{\text{release\_year} = 2016} \, \text{game\_pl} \end{split} &Q2 \, ANS \\ &\tau_{\text{SUM (num\_sales)}} \downarrow \\ &\pi_{\text{g. game\_name, pl. platform\_name, gp. release\_year, pub. publisher\_name, SUM (num\_sales)} \rightarrow \text{global\_sales}} \\ &\gamma_{\text{game\_name, platform\_name, release\_year, publisher\_name, SUM (num\_sales)}} \\ &(\rho_{\text{rs}} \, \text{regional\_sales} \bowtie_{\text{rs. region id} = r. id} \end{split}
```

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\begin{split} & \rho_r \, region \bowtie_{rs \, , \, game \, platform \, , id \, = \, gp \, , \, id} \\ & \rho_{gp} \, game \, \_pl \bowtie_{gp \, , \, game \, \_publisher \, , id \, = \, gpub \, , \, id} \\ & \rho_{gpub} \, game \, \_publisher \bowtie_{gpub \, , \, game \, , id \, = \, g \, , \, id} \\ & \rho_{g} \, games \bowtie_{gp \, , \, platform \, , id \, = \, pl \, , \, id} \\ & \rho_{pl} \, platform \bowtie_{gpub \, , \, publisher \, , id \, = \, pub \, , \, id} \\ & \rho_{pub} \, publisher) \end{split}
```

Q3 ANS

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\begin{split} &\pi_{SUM\;(num\_sales) \,\rightarrow\, north\_america\_sales} \\ &\gamma_{SUM\;(num\_sales)} \\ &\sigma_{region\_id \,=\, 1} \\ &\left(\rho_{rs}\, regional\_sales \bowtie_{rs \,.\, region\_id \,=\, r \,.\, id} \right. \\ &\rho_{r}\, region \end{split}
```

Q4 ANS

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\pi_{g} . game_name, pl . platform_name, gp . release_year, pub . publisher_name, SUM (num_sales) \rightarrow global_sales \gamma_{game} game_name, platform_name, release_year, publisher_name, SUM (num_sales)
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\begin{split} &\sigma_{publisher\_name} = \text{``Activision''} \\ &(\rho_{rs} regional\_sales \bowtie_{rs . region\_id} = r . \text{ id} \\ &\rho_{r} region \bowtie_{rs . game\_platform\_id} = gp . \text{ id} \\ &\rho_{gp} game\_pl \bowtie_{gp . game\_publisher\_id} = gpub . \text{ id} \\ &\rho_{gpub} game\_publisher \bowtie_{gpub . game\_id} = g . \text{ id} \\ &\rho_{g} games \bowtie_{gp . platform\_id} = pl . \text{ id} \\ &\rho_{pl} platform \bowtie_{gpub . publisher\_id} = pub . \text{ id} \\ &\rho_{pub} publisher) \end{split}
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Q5 ANS

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\begin{array}{l} \pi_{g.\ game\_name,\ pl.\ platform\_name,\ gp.\ release\_year,\ pub.\ publisher\_name,\ SUM\ (num\_sales) \rightarrow global\_sales} \\ \gamma_{game\_name,\ platform\_name,\ release\_year,\ publisher\_name,\ SUM\ (num\_sales)} \\ \sigma_{platform\_name} = "Wi" \\ (\rho_{rs}\ regional\_sales \bowtie_{rs.\ region\_id=r.\ id} \\ \rho_{r}\ region \bowtie_{rs.\ game\_platform\_id=gp.\ id} \\ \rho_{gp}\ game\_pl \bowtie_{gp.\ game\_publisher\_id=gpub.\ id} \\ \rho_{gpub}\ game\_publisher \bowtie_{gpub.\ game\_id=g.\ id} \\ \rho_{g}\ games \bowtie_{gp.\ platform\_id=pl.\ id} \\ \rho_{pl}\ platform \bowtie_{gpub.\ publisher\_id=pub.\ id} \\ \rho_{pl}\ publisher) \\ \end{array}
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Q6 ANS

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\begin{array}{l} \pi_{AVG\;(num\_sales)} \rightarrow north\_america\_avg \\ \\ \gamma_{AVG\;(num\_sales)} \\ \\ \sigma_{region\_id} = 1 \\ \\ \rho_{rs} \; regional \; \; sales \end{array}
```

O7 ANS

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\begin{array}{l} \pi_{g.\ game\_name,\ pl.\ platform\_name,\ gp.\ release\_year,\ pub.\ publisher\_name,\ SUM\ (num\_sales) \rightarrow global\_sales} \\ \gamma_{game\_name,\ platform\_name,\ release\_year,\ publisher\_name,\ SUM\ (num\_sales)} \\ \sigma_{num\_sales > 10} \\ (\rho_{rs}\ regional\_sales \bowtie_{rs.\ region\_id = r.\ id} \\ \rho_{r}\ region \bowtie_{rs.\ game\_platform\_id = gp.\ id} \\ \rho_{gp}\ game\_pl \bowtie_{gp.\ game\_publisher\_id = gpub.\ id} \\ \rho_{gpub}\ game\_publisher \bowtie_{gpub.\ game\_id = g.\ id} \\ \rho_{g}\ games \bowtie_{gp.\ platform\_id = pl.\ id} \\ \rho_{pl}\ platform \bowtie_{gpub.\ publisher\_id = pub.\ id} \\ \rho_{pl}\ publisher) \\ \end{array}
```